

M. KRAMER MANUFACTURING  
MODEL 10,000 HIGH SPEED BONUS GAME  
OPERATING INSTRUCTIONS  
USA VERSION

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1. Insert Coin

- a. You may insert any amount of coins you want.

2. Choose Initial Play Amount

- a. You can bet from one to thirty credits.
- b. If you use Max Bet of 9 option you can bet from one to nine credits.
- c. Press Raise Credit switch to select amount of bet.
  - 1. If you press the Raise Credit switch once and release it, your bet amount would be one.
  - 2. If you hold the Raise Credit switch down, the bet amount would keep increasing until you release the Raise Credit switch or you reach the maximum bet allowed.
  - 3. This game also has an Auto Bet mode that will make the amount of bet the same as the last game by pressing the Deal/Auto Bet switch.

3. Start Game

- a. Press the Deal/Auto Bet switch when amount of bet is set.
- b. Five cards will be dealt.
- c. The Bonus amount now shown is the Random Bonus amount. The number will be zero unless bet is minimum amount required for Jokers (8 for "Bet 8 or more for Jokers", 4 for "Bet 4 or more for Jokers", or one for "Jokers all the time".) If Jokers are turned off there will be no Bonus shown. The Random Bonus is awarded for a natural pair (settable between twos and tens). At the end of a game, if you only have that pair you win the Random Bonus. You do not win the Random Bonus if you have a higher pair, two pair, trips, or better.

4. Raise Bet

- a. If you have the Raise option on, you can now increase the amount of your bet up to twice your original bet.
- b. You can increase the bet by pressing the Raise Credit switch or you can automatically double your original bet by pressing the Deal/Auto Bet switch.

## 5. Draw Cards

### a. Pat Hand

1. You can only stand on a pat hand. A pat hand is a hand that has the value of a straight or better. A pat hand pertains to the first five cards dealt to a player. If you receive a pat hand and do not want to change it, press the Stand switch.
- b. You can discard from 1 to 5 cards. If you discard the wrong card, press the Cancel switch before you press the Draw/Auto Draw switch and all discards will be returned to you.
- c. This game has an Auto Draw feature.
  1. After your first five cards are dealt you can press the Draw/Auto Draw switch.
  2. The game will automatically discard and draw the cards for you.
- d. Your new cards are dealt.

## 6. Redraw Feature

- a. If you have a winning hand and have bet 4 or more (before the Raise option) you will be given two choices. You can press the Stand switch or you can discard and draw again. If you want to draw again you can use the Auto Draw feature by pressing the Draw/Auto Draw switch. If you draw again, your bet will be reduced by up to 25 percent.

## 7. Super Bonus

- a. To win the Super Bonus you must have any four of a kind or any five of a kind (settable in Bonus Setting menu).
- b. To win the Super Bonus the player must bet at least the amounts shown below.
  1. Must bet 8 for setting of "Bet 8 or more for Jokers."
  2. Must bet 4 for setting of "Bet 4 or more for Jokers".
  3. Must bet 4 for setting of "Jokers all the time."
- c. If Jokers setting is set for "No Jokers" the Super Bonus is not offered to the player.
- d. When a player wins the Super Bonus he also wins the amount for 4 of a kind (25 times amount of bet).
- e. After a Super Bonus win, the winnings for four of a kind are added to the players score. After 25 seconds of blinking "Super Bonus Winner", the amount for the Super Bonus is added to the players score.



#### 8. Hi-Lo Option

- a. When you have completed the Draw and/or Redraw steps and still have a winning hand, you will be given two choices. You can press the Stand switch and all your winnings will be added to your score, or you may press the Deal switch and play your winnings in Hi-Lo.
  - b. If you press the Deal switch you will have two choices. You can add half (half-bet) your winnings to your score and play the other half in a hand of Hi-Lo, or you can play all (full-bet) your winnings in a hand of Hi-Lo.
  - c. To play Hi-Lo you try to stop the flashing card on your choice of a card over 8 or a card under 8. An Ace is always considered over 8, or "hi". If you receive an 8, you lose no matter what choice you made.
  - d. If you made the right choice and won, you will have the option of playing Hi-Lo again or having all your winnings added to your score.
  - e. When you are finished with Hi-Lo, you will be given the option of starting a new game.
9. For additional information see Customer Option, Bonus Menu Settings, Percentage Ratio Setting, and Description of Options sheets.

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MODEL 10,000 HIGH SPEED BONUS GAME  
DESCRIPTION OF OPTIONS  
USA VERSION

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1. Customer Options

a. Fast Deal option

1. Will deal first five cards in 2 seconds after Deal switch is pressed.
2. Will deal discards in a maximum of 2 seconds after Draw switch is pressed

b. Slow Deal option

1. Will deal first five cards in 4 seconds after Deal switch is pressed.
2. Will deal discards in a maximum of 4 seconds after Deal switch is pressed.

c. 5 for 25¢ option

1. Will add 5 points to your score for each quarter inserted.

d. 1 for 25¢ option

1. Will add 1 point to your score for each quarter inserted.

e. Jacks or Better

1. Player needs a pair of Jacks or better to win.

f. Aces or Better

1. Player needs a pair of Aces or better to win.

g. Max Play of 9

1. Player can bet from one to nine.

h. Max play of 30

1. Player can bet from one to thirty.

i. Skill Stop Poker

1. Flashing Cards

- a. Card changes randomly from one card to another until it is stopped.

Example 1.: Ace of Clubs, 3 of Spades, 2 of Diamonds, etc.

Example 2: 4 of Hearts, Ace of Clubs, 2 of Spades,  
6 of Hearts, etc.



1. 1. 1. b. Five flashing cards are dealt.
- c. Player presses each Discard switch in order to choose his first five cards.
- d. After player discards he chooses his new cards by pressing the corresponding Discard switch or switches.

j. Hi-Lo

1. Half Bet Hi-Lo option

- a. After a player wins he has the option of keeping all his winnings or playing Hi-Lo.
- b. If he wants to keep his winnings he presses the Stand switch and his winnings are added to his score.
- c. If he wants to play Hi-Lo he presses the Deal switch.
- d. After pressing the Deal switch he has 2 choices. He can play all his winnings in Hi-Lo (full-bet) or can play half his winnings in Hi-Lo (half-bet) and have the other half of his winnings added to his score.
- e. The player then chooses Low or High. If he wins he can go again or return to the game.

2. Down Card Hi-Lo

- a. Instead of the flashing card in Hi-Lo you have a down card (back of a card).
- b. You play it the same way as flashing card Hi-Lo.

k. Random Bonus Feature

1. Must bet at least minimum amount required for Jokers.
2. Amount will randomly change from 1 to 25 times amount of initial bet.
3. Can change winning pair to any pair from twos to tens in setting menu.
4. To win must match pair selected.
5. Will not win Random bonus if hand has 2 pair or higher.

1. 1. Super Bonus

1. Must bet amount required for Jokers with a minimum bet of 4.
2. Bonus starts at 150.
3. Bonus builds up at the rate of 2 percent of coins in.
4. Maximum bonus allowed is settable in Bonus Setting menu.
5. To win Super Bonus you must have any 4 of a kind or any five of a kind settable in Bonus Setting menu.
6. When a player wins he first gets the amount for 4 of a kind (25 times bet) added to his score and then the Bonus amount is added to his score.
7. When bonus is won, bonus will change to 150 the next game.

m. Redraw Feature

1. You must play 4 or more for Redraw option.
2. Only if player has a winning hand is he given the choice of discarding and drawing again.
3. If a player chooses to redraw, his bet amount will be reduced by a maximum of 25 percent.

n. Raise Feature

1. After first five cards are dealt player is offered the choice of increasing his bet up to twice the amount of his original bet.

o. See Customer Option, Bonus Menu Settings and Percentage Ratio sheets for additional information.



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BONUS SETTING MENU  
USA VERSION

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1. Turn Accounting switch on.
2. Hold Discard 2, Discard 3, and Discard 4 switches down.
3. Release Discard 2 switch first, then Discard 3 switch, and finally Discard 4 switch.
4. If the above steps were done in the correct order, the "Bonus Setting Menu" should have come up.
5. The following is what the menu looks like:

BONUS SETTING MENU		
1. Maximum Bonus-----	800	
2. Reset Super Bonus-----	NO	
3. Current Super Bonus-----	150	
4. Random Bonus-----	Pair of 2	
5. Super Bonus-----	4 of a Kind	
NEXT	CHANGE	EXIT

DISCARD 1	DISCARD 2	DISCARD 3	DISCARD 4	DISCARD 5
SWITCH	SWITCH	SWITCH	SWITCH	SWITCH

6. By pressing the Discard 1 switch you can select the line you want to change. When the line is red, that is the line selected.
7. Use Discard 3 switch to change the line you're on.
8. Line 1 Maximum Bonus
  - a. This number indicates the highest number that the Super Bonus will build up to.
  - b. The settings are 800, 2000, 4000 and 8000.
9. Line 2 Reset Super Bonus
  - a. This line allows you to reset the present Super Bonus to the minimum value of 150.
  - b. If you want to reset it, change it to "Yes" and exit from the menu.
  - c. The bonus will only reset if you choose "Yes" and then exit. It will also reset to 150 after it is won.

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BONUS SETTING MENU  
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10. Line 3 Current Super Bonus
  - a. This line shows the number that the Super Bonus is presently at.
  - b. You can add to the Super Bonus 25 points at a time by pressing the Discard 3 switch.
11. Line 4 Random Bonus
  - a. This line shows what pair will win the Random bonus.
  - b. You can change it to any pair (from a pair of twos to a pair of tens) by pressing the Discard 3 switch.
12. Line 5 Super Bonus
  - a. This line shows what hand is required to win the Super Bonus.
  - b. You can change it to any 4 of a kind or any 5 of a kind by pressing the Discard 3 switch.
13. When the menu is set for what you want, press Discard 5 switch to exit from the menu.
14. When you exit from the menu you go into the Switch Test mode.
15. In Switch Test mode, all panel lamps light to test the lamps. If you press each switch, you will hear a tone which tells you the switch is good.
16. To exit the Switch Test mode, turn the Accounting switch off.
17. You should then go back to the Game mode.



M. KRAMER MANUFACTURING  
MODEL 10000 HIGH SPEED BONUS  
CUSTOMER OPTIONS  
NATIONAL VERSION

To obtain the following options, you will be using two 8-pin dip switches. U30 dip switch is located on the main logic card at position U30. OPT dip switch is located on the wall near the main logic board. To turn the dip switch on, you slide the switch to the "On" position.

OPT	SW1	ON = FAST DEAL	OFF = SLOW DEAL
OPT	SW2	ON = 5 FOR 25¢	OFF = 1 FOR 25¢
OPT	SW3	ON = SILENT	OFF = AUDIBLE
OPT	SW4	ON = JACKS OR BETTER	OFF = ACES OR BETTER
OPT	SW5	ON = MAX BET OF 9	OFF = MAX BET OF 30

<u>OPT SW6</u>	<u>OPT SW7</u>	<u>U30 SW4</u>	<u>DESCRIPTION</u>
ON	ON	-	SKILL STOP POKER WITHOUT HI-LO
ON	OFF	OFF	POKER WITH DOWN CARD HI-LO
ON	OFF	ON	POKER WITHOUT HI-LO
OFF	ON	-	SKILL STOP POKER WITH HI-LO FLASH CARD
OFF	OFF	-	POKER WITH HI-LO FLASH CARD

<u>U30 SW2</u>	<u>U30 SW3</u>	<u>U30 SW5</u>	<u>DESCRIPTION</u>
OFF	OFF	-	NO JOKERS, SUPER BONUS AND RANDOM BONUS MUST PLAY 4 OR MORE FOR REDRAW FEATURE.
ON	OFF	-	MUST PLAY 4 OR MORE FOR JOKERS, RANDOM BONUS, SUPER BONUS, AND REDRAW FEATURE.
OFF	ON	-	MUST PLAY 8 OR MORE FOR JOKERS, RANDOM BONUS AND SUPER BONUS. MUST PLAY 4 OR MORE FOR REDRAW FEAT.
ON	ON	-	MUST PLAY 1 OR MORE FOR JOKERS AND RANDOM BONUS. MUST PLAY 4 OR MORE FOR SUPER BONUS & REDRAW FEAT.
-	-	OFF	NO RAISE FEATURE IN GAME.
-	-	ON	RAISE FEATURE AVAILABLE.

NOTES:

1. VR1 - Volume control is located on main logic card between V43 and U50.
2. CTR - Coin counters are 24 VDC, 10 counts per second.
3. LAMP - Front panel light bulbs are part #656.



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MODEL 10,000 HIGH SPEED BONUS GAME  
USA VERSION  
WIDE PERCENTAGE RATIO SETTINGS

To obtain the following, use U30. U30 is an eight (8) position switch located at position U30 on the main logic card. To turn the dip switch on, you slide the switch to the "ON" position.

<u>U30 SWITCH NUMBER</u>				<u>DESCRIPTION</u>
<u>1</u>	<u>6</u>	<u>7</u>	<u>8</u>	
ON	ON	ON	ON	86% Returned, 14% Held
ON	ON	ON	OFF	85% Returned, 15% Held
ON	ON	OFF	ON	84% Returned, 16% Held
ON	ON	OFF	OFF	83% Returned, 17% Held
ON	OFF	ON	ON	82% Returned, 18% Held
ON	OFF	ON	OFF	81% Returned, 19% Held
ON	OFF	OFF	ON	80% Returned, 20% Held
ON	OFF	OFF	OFF	79% Returned, 21% Held
OFF	ON	ON	ON	81% Returned, 19% Held
OFF	ON	ON	OFF	78% Returned, 22% Held
OFF	ON	OFF	ON	75% Returned, 25% Held
OFF	ON	OFF	OFF	72% Returned, 28% Held
OFF	OFF	ON	ON	70% Returned, 30% Held
OFF	OFF	ON	OFF	68% Returned, 32% Held
OFF	OFF	OFF	ON	66% Returned, 34% Held
OFF	OFF	OFF	OFF	64% Returned, 36% Held

NOTE: Percentages stay the same if you use Jokers or not.



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ACCOUNTING MODE  
USA VERSION

To get into the Accounting mode, you have to throw the Accounting switch on. The Accounting switch is a rocker-type switch with a plastic lever. It is located inside the machine near the left coin mech assembly. When it is thrown, the screen will change from the Game mode to the Accounting mode. The screen will appear to be somewhat like the following:

(A)	B1	(1) Version	86	A	
		(2)	0	0	(5)
		(3)	0	0	(6)
		(4)	0	0	(7)
		(8)	86	86	(9)

- (A) Tells you what type of program chip you have.
- (1) Tells you what percentage you have set the machine for. Also tells you if it is on Jacks or better or Aces or better.
- (2) Coins in forever.
- (3) Total Bonus points won forever.
- (4) Games knocked off forever.
- (5) Coins in since last time cancelled.
- (6) Total Bonus points won since last time cancelled.
- (7) Games knocked off since last time cancelled.
- (8) Percentage machine is running at the instant you look at it. This number changes after every game played. This number should only be used if you suspect the machine is running away. This number is forever.
- (9) Same as above, but only since the last time cancelled.

NOTE 1: You can cancel the right side, (5), (6), (7), and (8), back to zero by being in the Accounting mode and pressing the Cancel switch on the front panel.

NOTE 2: If the word "Error" appears on the bottom of the screen when you go into the Accounting mode, hitting the Cancel switch will clear (2), (3), (4), (5), (6), (7), (8), and (9) back to Zero. An error is caused by a big voltage surge. This can be caused by lightning hitting a line nearby or bad power supplied by the electric company. We recommend that all games are plugged into three-wire outlets.